

CCW!
CHILDREN'S COMPUTER WORKSHOP
AN ACTIVITY OF
CHILDREN'S TELEVISION WORKSHOP

ATARI 2600

BIG BIRD'S EGG CATCH™

FOR CHILDREN AGES 3-7



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ATARI AND CHILDREN'S COMPUTER WORKSHOP™* PRESENT:

Educational games featuring the lovable Sesame Street Muppets and other wonderful, whimsical characters. The creators of Sesame Street, Electric Company, and 3•2•1 Contact have teamed up with the creators of the world's most popular video games.

ATARI/CCW™* games are designed by writers, artists, programmers, educators, psychologists, and lots of kids!

OUR FORMULA:

One Part Creative Magic

+

One Part Technical Wizardry

+

One Part Educational Know-How

=

Dynamic, Child-Appropriate Video Games!

ATARI/CCW Video Games Provide:

- Family Play
- Continuous Challenge
- Long-Term Fun
- Nonviolent Play
- Opportunity for Cooperative Play, Individual Play, and Competitive Play
- Appeal to Both Girls and Boys

This Video Game Product was developed by ATARI, INC. and the CHILDREN'S COMPUTER WORKSHOP

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Featuring the JIM HENSON™* SESAME STREET™# MUPPET™* Characters.

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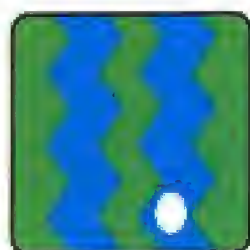
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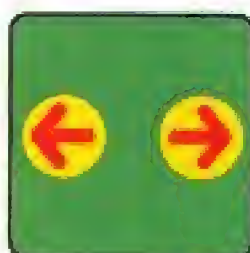
Note to Parents

BIG BIRD'S EGG CATCH provides children with a fun way to practice skills important in beginning reading and problem solving.



1) Following eggs that move down chutes requires a child to carefully focus his/her visual attention.

2) In order to anticipate the egg's path, a child must distinguish that path from distracting elements.



3) Learning to use directional arrows on the controller to move Big Bird back and forth provides experience with print symbols that a young child will need to use in school.

4) Using the arrows also gives children practice with hand-eye coordination and the relational concepts of *left* and *right*.

When you play BIG BIRD'S EGG CATCH with your child, you can reinforce these learning goals by talking about the game as you play. Say things like, "Where do you think the egg is going to come out now?" and, "Can you make Big Bird move to the left (or right)?" Also encourage your child to talk about the game.

As you read this manual, from time to time, you will see this symbol:



The symbol will be followed by suggestions to help you and your child get the most fun out of playing BIG BIRD'S EGG CATCH.



● Setting Up

HOW TO USE YOUR ATARI® KID'S CONTROLLER

Use your ATARI KID'S CONTROLLER to play BIG BIRD'S EGG CATCH.

Plug the ATARI KID'S CONTROLLER into the LEFT controller jack at the back of your ATARI 2600™ console. (See *Figure 1*.) In two-player games, players take turns using the controller as each person's turn comes up. The computer keeps score automatically.



Figure 1—Plugging in the Controller

You will find one keypad overlay included with this cartridge. This colorful overlay will help your child select and use appropriate buttons. Slip the overlay tabs into the slots at the top and bottom of your ATARI KID'S CONTROLLER, as shown in *Figure 2*.

Figure 2—Keypad Overlay

NOTE: Always turn the console POWER switch OFF before inserting or removing an ATARI Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI 2600 Video Computer System™ game.

HOW TO USE THE ATARI 2600 CONSOLE CONTROL SWITCHES

POWER ON/OFF SWITCH

After you have inserted the Game Program cartridge, move the **POWER ON/OFF** switch to **ON**.

GAME SELECT SWITCH

BIG BIRD'S EGG CATCH contains ten exciting game levels. Find the game number you want to play in the **GAME MATRIX** on the back cover. Press the **GAME SELECT** switch until the game number appears at the lower left of the television screen. (See *Figure 3*.) The number on the right indicates the number of players for that game. For a detailed description of each game, see **GAME PLAY**.



Figure 3—Selecting a Game

GAME RESET SWITCH

After you have chosen the game level you want to play, press **GAME RESET** to begin the game. You can also press **GAME RESET** during game play or after a game ends if you want to start the same game over.

DIFFICULTY SWITCHES

RIGHT and **LEFT DIFFICULTY** switches are not used in this game.

TV TYPE SWITCH

Set the **TV TYPE** switch to **COLOR** to play the game on a color TV. Set this switch to **B/W** to play on a black and white TV.

● A Read-Aloud Story

FARMER BIG BIRD'S EGG CATCH



The sun rose on Big Bird's farm. "Cock-a-doodle-day!" crowed the rooster. "Time to get up!"

Farmer Big Bird jumped out of his nest and ran to the chicken coop to check on his four favorite hens.



"Good morning, dear chickens!" called Big Bird, throwing open the henhouse door.



But the four hens were fast asleep.

"Wake up! Wake up!" cried Big Bird. "Today is our big day! Today we enter the egg-laying contest at the county fair. The hens who lay the most eggs will win a big prize."

But the four tired hens just ruffled their feathers and snuggled deeper into their nests.

"But you must get up!" cried Big Bird. "This is the day we've been training for!"

Henrietta Hen opened one sleepy red eye and peeked up at Farmer Big Bird. "That's just it, Big Bird," she said. "We've been practicing our egg-laying so much that we're all tuckered out. We hardly have enough energy left to cluck. We certainly can't lay any more eggs."



"Oh dear, what shall I do?" wondered Big Bird as he slowly walked from the henhouse to his own nest to get some breakfast. "How can I put the cluck back into my chickens?"

Big Bird sighed as he slumped into his nest and started to munch his favorite morning meal. He absent-mindedly picked up the bird seed box and began to read the label: "BIRD SEED — Breakfast of Wonder Wings! Helps Build Better Beaks 12 Ways!"

"That's it!" shouted Big Bird. "Now I know what to do!"

Grabbing the box of bird seed, Big Bird ran to the henhouse. "Here, my sleepy little friends," he called. "Eat some breakfast and don't worry about the contest."





As the chickens ate the delicious crunchy bird seed, they began to cluck and fluff up their feathers and flap their wings.



"Big Bird, what time is the county fair egg-laying contest?" asked Emily Hen.

"Yeah. Let's get going! We don't want to be late!" said Gertrude Chicken.

"Wow! I feel like I could lay a dozen eggs in three minutes!" clucked Henrietta Hen.

"And I think I'm going to lay a GOLDEN EGG!" screeched Brenda the Banty Hen.

And off they went to the county fair contest.



At the end of the day when all the eggs were counted, the judge slowly walked up to the platform to announce the winner. Big Bird's heart was beating so hard he was sure everyone could see it pounding in his chest. He knew his hens had done their best, but was their best good enough to win the prize?

"The winner of the GOLDEN EGG award is..." the judge paused to clear his throat and Big Bird covered his eyes with his wings. "Big Bird!" shouted the judge, "and his four fabulous fowls!"

Everyone cheered as Big Bird and his happy hens held up their beautiful prize for all to see.



Game Play



NOW PLAY BIG BIRD'S EGG CATCH...HERE'S HOW:

Big Bird wants to win the county fair egg contest. You can help him.

OBJECT OF THE GAME:

Help Big Bird collect eggs by catching them as soon as they fall from the chutes.

GET READY TO PLAY:

Follow the directions in **SETTING UP** to plug in the KID'S CONTROLLER, to use the keypad overlay, and to select a game level.

To move right or left under the egg chutes, press the arrow on your keypad overlay that points in the direction you want to go. You must be standing under a chute to catch the egg as soon as it comes out. (See *Figure 4*.)

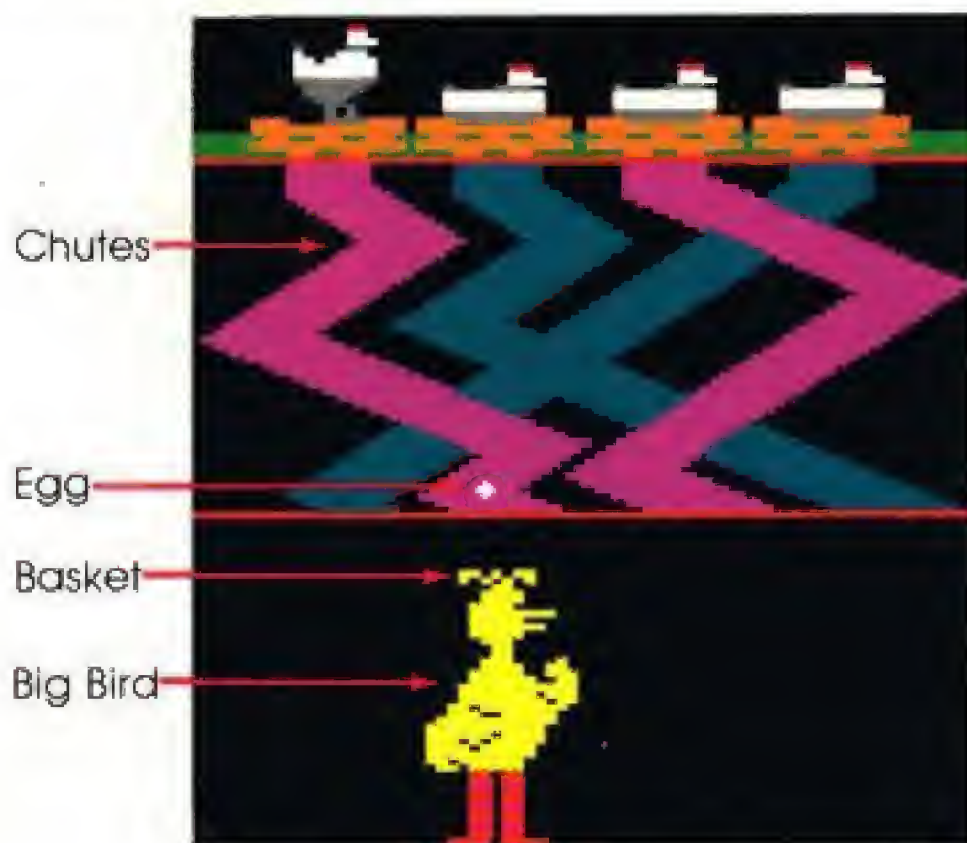


Figure 4—Catching an Egg

GAME VARIATIONS

BIG BIRD'S EGG CATCH offers ten exciting levels of game play. Below are detailed descriptions of each game. For quick reference see the **GAME MATRIX** on the back cover.

1



GAME 1: ONE-PLAYER PRACTICE GAME

Help Big Bird catch as many eggs as he can by moving him back and forth beneath two straight, widely spaced egg chutes. Each time you press an arrow to move Big Bird, he will zoom directly under a chute. After the chickens have laid some eggs, they rest, and you get to see how many eggs you collected during that egg-laying round. **Figure 5** shows you where to look for your score.



Score

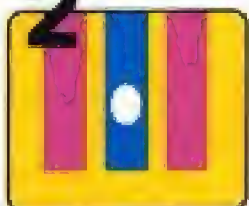
Figure 5—Practice Game Score Display



In the practice game, children may need some help getting started. Ask your child, "Which way does Big Bird need to go to catch the egg? Show me with your finger."

GAMES 2 AND 3: ONE- AND TWO-PLAYER BEGINNING GAMES

2



Help Big Bird catch as many eggs as he can. At first the hens lay slowly, but as the super delicious bird seed takes effect, the hens lay faster and the eggs come down the chutes with greater speed! After the chickens lay some eggs, they rest. Then your score for that round is shown on the screen (see **Figure 6**), and the other player goes egg-catching. In **Game 2**, the eggs roll down through three and four straight chutes, while in **Game 3**, they roll down through three and four zigzag chutes.

3





Player 1's Score Player 2's Score

Figure 6—Two-Player Game Scores



GAMES 4, 5, AND 6: ONE- AND TWO-PLAYER GOLDEN EGG CATCH

Now you must carefully center Big Bird under the chutes, because he no longer zooms under the next chute when you press the arrow on your keypad overlay. In these games, you go on three egg-collecting rounds, and your score is automatically added up so you get one score from all three rounds. There are twelve eggs to a dozen and the hens lay a dozen eggs during each round, then they rest, and a new chute appears.



Children may need some help learning how to center Big Bird under the chutes. If your child has difficulty say, "Look carefully. Is Big Bird *under* the chute?"

Watch for the golden eggs worth five points each! One golden egg and 11 plain white eggs are laid during each round. When you catch a golden egg you'll hear a special tune that congratulates you on your great catch!



You may want to draw your child's attention to the EGGS sign on the roof of the barn, and explain that when a golden egg is laid, the sign, which is normally white, will turn yellow. (See *Figure 7*.)



Figure 7—Golden Egg Clue

In **Game 4** you start out with two zigzagging chutes and end up with four; in **Game 5** you start out with two crisscrossing chutes and end up with four; and, in **Game 6** you get four crisscrossing chutes in each round. You'll really have Big Bird running because in the second and third rounds of each game, the eggs come out faster than in the previous round. In two-player games, you take turns after each round of a dozen eggs are laid. See if you can make a perfect score of 48 points!

7

GAME 7: ONE- AND TWO-PLAYER EGG MISS



Here's your chance to catch eggs forever! You begin this game with five broken eggs displayed on the screen next to your score. (See *Figure 8*.) Each time you miss an egg, one of these broken eggs disappears, telling you how many eggs you can miss

before ending the game. Here's the best part: The chickens lay one golden egg in each round, and if you catch it, you get five points plus an extra chance to miss an egg! This means you can keep playing as long as you see at least one broken egg next to your score.

The screen will show up to ten broken eggs at one time; additional eggs not shown on the screen are held in reserve. The eggs roll down through four crisscrossing chutes. The longer you play, the faster those little hens lay, so be ready for an exciting race! In two-player games, players take turns after each round of a dozen eggs.



Eggs Remaining

Figure 8—Egg Miss Game



GAME 8: ONE- AND TWO-PLAYER INVISIBLE EGG CATCH

Here's a new twist on a rolling egg: It's invisible until it falls out of the chute! That's the way the eggs roll in this game. You can't see them coming down the chutes; you can only see them as they fall out of the chutes. Watch the chickens. Each time one is ready to lay an egg, she stands up. Press the arrow on your keypad overlay to center Big Bird under the chute of the chicken who just laid the egg. It won't be easy, since the five chutes crisscross and the hens lay faster with each round. Also, as in **Game 7**, you end the game if you miss all the eggs displayed next to your score. Try to catch each golden egg for five extra points and an extra chance to miss an egg. In two-player games, players take turns after each round of twelve eggs.





GAMES 9 AND 10: ONE- AND TWO-PLAYER SHRINKING CHUTES



Here's your chance to put all your practice, skill, and concentration to work. In these games the chutes shrink before your eyes! (See *Figure 9*.) There are four crisscrossing chutes that gradually disappear in the direction of the hens' nests. This means you must memorize the pattern of the chutes in order to know which one the egg will drop from. In **Game 9**, the chute pattern remains the same throughout each round. But, in **Game 10** the chute pattern changes just before each egg is laid! What a challenge!

The hens lay one golden egg and eleven plain eggs per round. You start the game with five eggs to miss. You gain five points and an extra egg-missing chance each time you catch a golden egg. Also, the longer you play, the faster the eggs come! In two-player games, players take turns after each round.



Shrinking Chutes

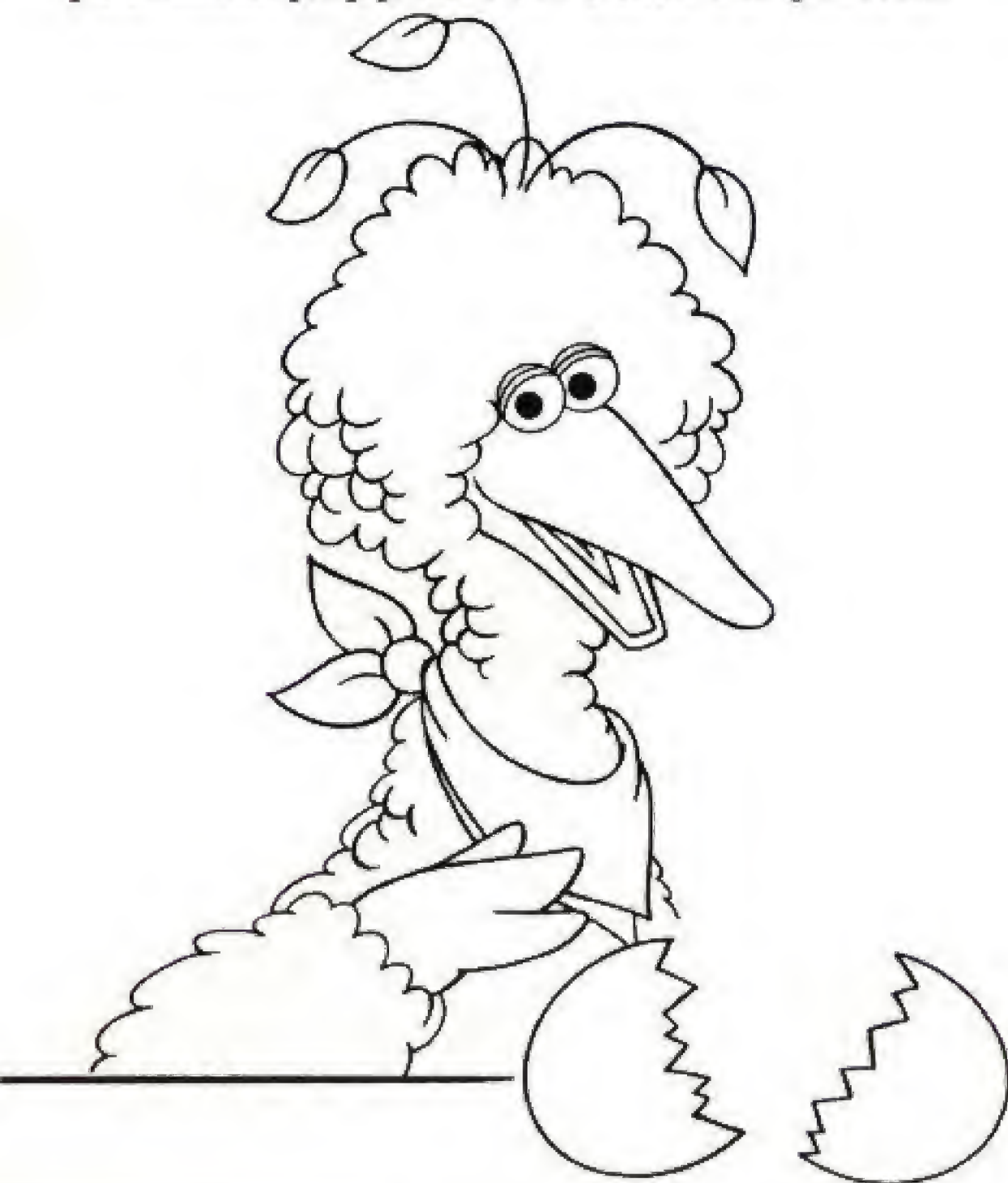
Figure 9—Shrinking Chutes Game



More Fun with Big Bird

What hatched from the egg?

This egg just hatched. Draw a picture of what you think popped out. Color the picture.



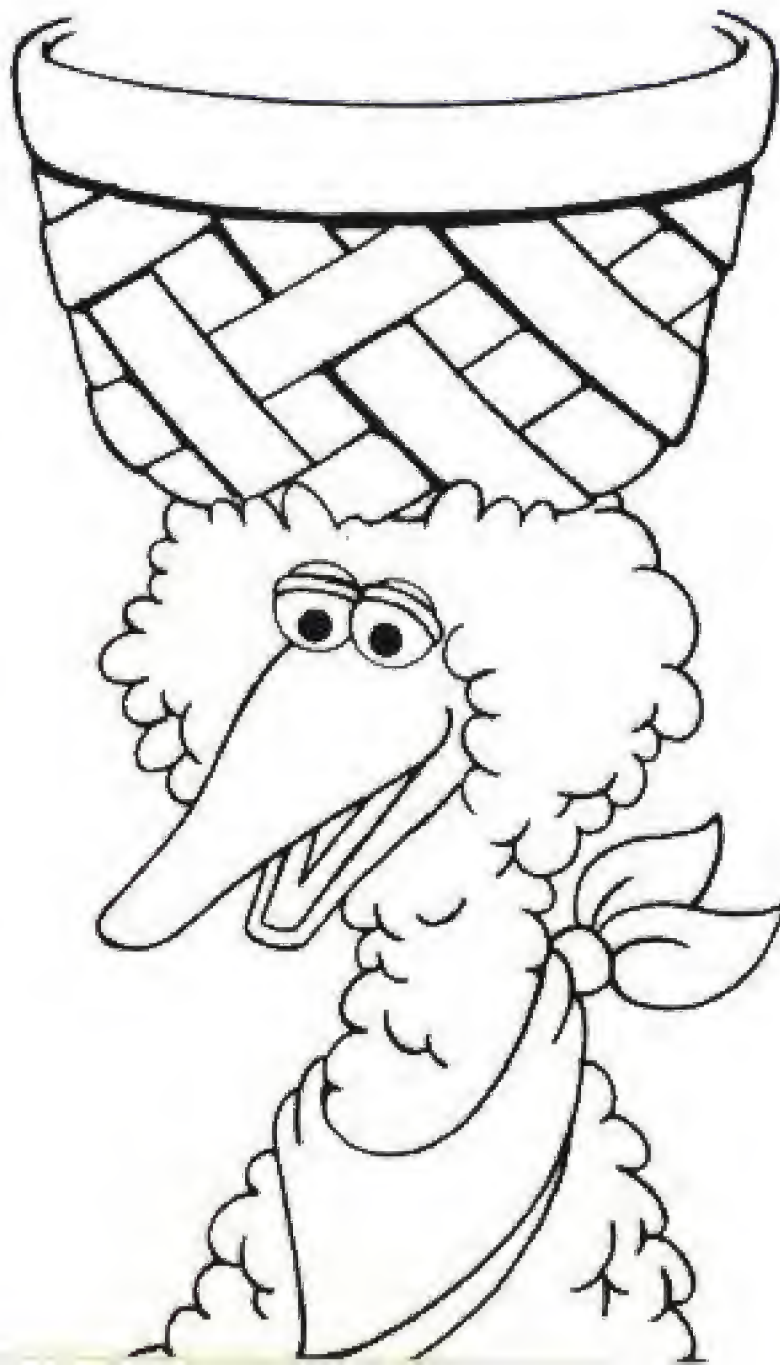
Something is foul here!

Look! There are five fowls in the barnyard.
Four of these fowls are the same. One is different.
Which one is different?



A Basket Full!

Fill Big Bird's basket. Draw some eggs in it.
Color the picture.



Follow the Egg

Big Bird is catching an egg from one of the hens. Which hen laid the egg? Draw a line from the egg through the chute to the chicken who laid the egg.





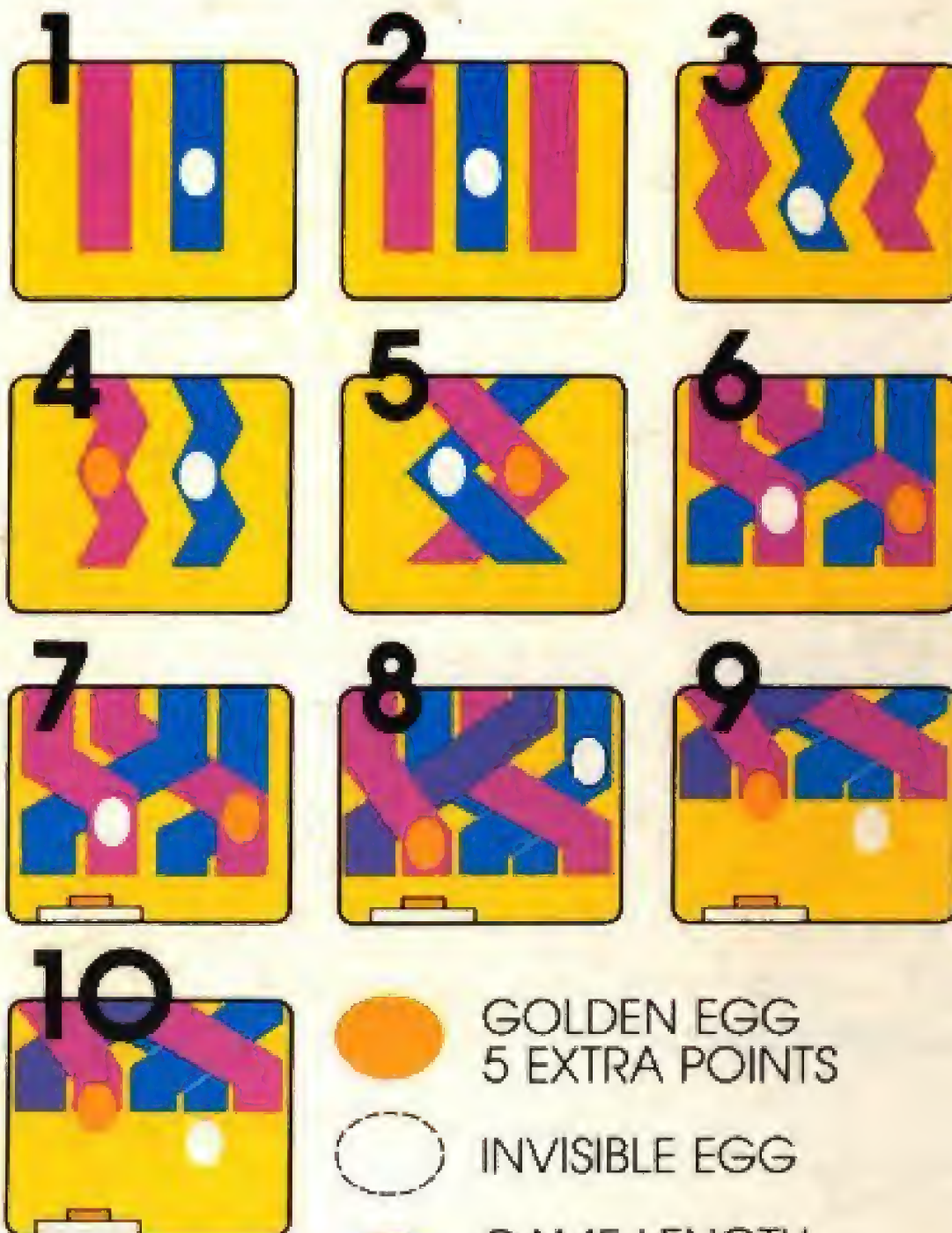
Where have all the chickens gone?

Oops! Big Bird left the barn door open and all the hens got out! Find the hens hiding in the barnyard. How many hens are hiding? Count them. Color the picture.





● Game Matrix



GOLDEN EGG
5 EXTRA POINTS



INVISIBLE EGG



GAME LENGTH
INDICATOR

Game 1: One-Player Game Only

Games 2-10: One-Player & Two-Player Games



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